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<u>Claim listing</u>

1.   (currently amended) Apparatus for dynamically
transforming and caching at least one computer program, the
apparatus comprising:

5   a.   one or more computer readable storage media;
and

          b.   computer executable instructions stored in the
one or more computer readable storage media, the computer
executable instructions comprising:

10   i.   instructions for dynamically transforming
code fragments <u>from a plurality of software
emulators, wherein said plurality of software
emulators emulate computer systems with at least two
different instruction set architectures</u>;

15   ii.   instructions for caching said code
fragments;

               iii. instructions for causing said code
fragments to be executed <u>simultaneously</u> by at least
one computer processor; and

20   iv.   instructions providing an application
programming interface enabling said at least one
computer program to activate said instructions for
dynamically transforming said code fragments and
said instructions for caching said code fragments.

25   2.   (original) The apparatus of claim 1, wherein said
instructions providing an application programming interface
enable said at least one computer program to provide said code
fragments for said instructions for dynamically transforming
code fragments and for said instructions for caching said code
30   fragments.

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3.   (original)   The apparatus of claim 1, wherein said
instructions providing an application programming interface
include providing functions for caching and executing a
specified code fragment.

5   4.   (original)   The apparatus of claim 1, wherein said
instructions providing an application programming interface
include providing functions for configuring behavior of said
instructions for dynamically transforming said code fragments
and said instructions for caching said code fragments.

10   5.   (original)   The apparatus of claim 1, wherein said
instructions for dynamically transforming said code fragments
comprise instructions for changing memory address references
in said code fragments.

6.   (original)   The apparatus of claim 1, wherein said
15   instructions for dynamically transforming said code fragments
comprise instructions for changing the layout of said code
fragments while preserving the function of said code
fragments.

7.   (original)   The apparatus of claim 1, wherein said
20   instructions providing an application programming interface
include instructions for accessing code fragments across a
network.

8.   (original)   The apparatus of claim 1, wherein said at
least one computer program comprises at least one emulator.

25   9.   (previously presented)   The apparatus of claim 1, wherein
said at least one computer program comprises a plurality of
emulators being executed simultaneously.

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10.   (original)   The apparatus of claim 9, wherein said
plurality of emulators comprise emulators for at least two
different computer architectures.

11.   (original)   The apparatus of claim 1, wherein said at
5   least one computer program comprises at least one operating
system.

12.   (original)   The apparatus of claim 1, said computer
executable instructions further comprising instructions for
transparently obtaining said code fragments from said at least
10   one computer program for said instructions for dynamically
transforming said code fragments and for said instructions for
caching said code fragments.

13.   (original)   The apparatus of claim 12, said computer
executable instructions further comprising instructions for
15   controlling the execution of said at least one computer
program on said at least one computer processor.

14.   (original)   The apparatus of claim 12, said computer
executable instructions further comprising instructions for
obtaining optimal portions of code from said at least one
20   computer program to create said code fragments.

15.   (original)   The apparatus of claim 12, wherein said
instructions for transparently obtaining said code fragments
from said at least one computer program obtain said code
fragments across a network.

25   16.   (original)   The apparatus of claim 1, said computer
executable instructions further comprising instructions for
optimizing said code fragments.

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17. (original) The apparatus of claim 1, said computer
executable instructions further comprising instructions for
linking a plurality of said code fragments to create a larger
code fragment.

5 18. (previously presented) The apparatus of claim 1, said
computer executable instructions further comprising
instructions for replacing hardware control code in said code
fragments, where said hardware control code is adapted to
control hardware which is not present and hardware which is
10 not functioning.

19. (currently amended) Apparatus for dynamically
transforming and caching at least one computer program, the
apparatus comprising:
     a. one or more computer readable storage media;
15   and
     b. computer executable instructions stored in the
one or more computer readable storage media, the computer
executable instructions comprising:
          i. instructions for dynamically transforming
20   code fragments <u>simultaneously from a plurality of</u>
          <u>software emulators of at least two different</u>
          <u>instruction set architectures</u>;
          ii. instructions for dynamically optimizing
          said code fragments;
25   iii. instructions for caching said code
          fragments;
          iv. instructions for changing hardware control
          code in said code fragments;
          v. instructions for transparently obtaining
30   said code fragments from said at least one computer

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program;

  vi.   instructions providing an application
programming interface enabling said at least one
computer program to activate said instructions for
dynamically transforming and caching said code
fragments; and

  vii. instructions for causing said code
fragments to be executed by at least one computer
processor.

20.   (currently amended) Apparatus for executing a plurality
of software applications, the apparatus comprising:

  a.   one or more computer readable storage media;
and

  b.   computer executable instructions stored in the
one or more computer readable storage media, the computer
executable instructions comprising:

  i.   instructions for obtaining portions of
computer program code from said plurality of
software applications, said plurality of software
applications comprising emulators;

  ii.   instructions for dynamically transforming
and caching said portions of computer program code
to create transformed code fragments; and

  iii. instructions for executing said
transformed code fragments, wherein a single
instantiation of said computer executable
instructions causes said executing of said
transformed code fragments from said plurality of
software applications simultaneously, and wherein
said plurality of software applications emulate
computer systems with at least two different
instruction set architectures.

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21-22.   (cancelled)

23.   (previously presented) The apparatus of claim 9, wherein
said plurality of emulators are executed simultaneously on
said at least one computer processor using a single
5   instantiation of said instructions for dynamically
transforming code fragments.

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